

ABSTRACT

In a method of compiling a simulation model of a digital design, a compiler receives an indication of a desired set of instrumentation entities to be included within a simulation model of a digital design described by a plurality of hierarchically arranged design entities. The instrumentation entities monitor logical operation of one or more of the plurality of design entities during simulation for occurrence of events of interest. In response to the indication, the compiler determines by reference to a bill-of-materials of a previously compiled file whether or not the previously compiled file was compiled with instrumentation entities compatible with the desired set of instrumentation entities. In response to determining that the previously compiled file was compiled with compatible instrumentation entities, the compiler compiles the simulation model of the digital design utilizing the previously compiled file in accordance with the indication.